



The second issue of BATTLE STATIONS arrived. Pubbed by Bob Albrecht, 1001--1239--12th Ave. SW, Calgary, Alberta, T3C 3R8. 12 issues/\$9.00 CDN. No game fees for the first 21 subscribers. In answer to a question raised last month, Bob will credit former subbers of KOBOLD double what they paid. Glad that's cleared up. BS is produced by spirit master, like zines of yore. No. 2 was eleven pages long, including three pages of map. It contained rules for a variant of Bob's design, "The Conquest of Australia," letters, a description of the Calgary Tower, and an editorial on censorship. Lots of game openings.

The first zine to be published by a woman is out. CATHY'S RAMBLINGS, pubbed by Cathy Cuning, 1603 NE 50th St., Seattle, Washington, 98105. Subs: 10 for \$6.00. (Cathy is pictured here with Eric Ozog. If the photocopier doesn't work well, she is an attractive young woman who does, indeed, exist.) Stories were circulating that Cathy would be taking over SHOGUN'S SWORD, but Cathy denies this, citing problems in establishing communications with Mike Barno. (She's not the only one with that problem.) The game opening situation is unclear, but Cathy appears to be very enthusiastic about the hobby and writes interesting accounts of conventions.



From overseas we have: WALAMALAYSIA GAZETTE, by Dave Thorby, 200 Lavender Hill, Enfield, Middlesex, EN2 8NJ, ENGLAND. The issue I received was short, containing games and puzzles, with a humorous article and a few letters. One gets the impression from this one issue that WG is a business-like, no-nonsense zine.

Also from the old country, we have: HOME OF THE BRAVE by Geoff Challinger, 100 High St., Swanscombe, Kent, DA10 0AH, ENGLAND. Lots of reading material and plenty of games. Also have 20 YEARS ON, by Simon Billeness, 20 Winnifred Road, Coulsdon, Surrey, CR3 3JA. This is a "zine directory," though it apparently appears more often than the American one and contains Diplomacy articles. Not being a banker, I can't figure out equivalent prices for overseas zines. I suggest you get a few International Reply Coupons from the post office and send them when asking for samples.

1982 I - Mensa 16

RUSSIANS, RUSSIANS, EVERYWHERE...KING SESLER STEPS DOWN. OLSEN PREPARES TO GUIDE ITALY'S FORTUNES.

CORRECTION: Russia should have been credited with Munich in the supply centre chart last time, giving him 15 and Italy 5. Both players involved noted this change, though I didn't realize it until this week. Sorry.

AUTUMN, 1906

ENG: F Nth R Lon.

WINTER, 1906

ENG (Mike Mazzer): D A Wal, F Cly, F Yor. Has: F Lon.

FRA (Robert Young): Even. Has: A Pic, A Bel, F Eng, F Por.

GER (Windy Windblad): D F Hol. Has: A Gal.

ITA (Keith Sesler): D A Gas, F NAO. Has: F Lyo, A Mar, A Ruh, A Bur, F Spa(sc)

RUS (Dave Lincoln): B A Mos, F Sev, F StP(nc). Has: F Nwg, F Edi, A Nwy, F Nth, A Kie, A Ber, A Mun, A War, A Vie, F Nap.

TUR (Paula Dodge): B F Smy. Has: F MAO, F WMed, F Tyr, A Gre, A Lvp, F NAF, A Bul.

Spring, 1907 due Friday, 28 October, 1983. (Next deadline: December 2nd)

NOTES: The Russia, Turkey, Italy draw was defeated. Keith Sesler has had to resign because of the demands of other hobby activities. I thank him for the final set of orders and ask Robert Olsen to take over Italy. As far as I know Robert is not a SIG member at present, though he used to be. There's a COA for Robert Young too, so here's all the addresses:

Mike Mazzer, 1338B Harvard St., Santa Monica, CA 90404

Robert Young, Box 83, 3700 Spruce St., Philadelphia, PA 19104

Windy Windblad, Box B 43816, Florence, AZ 85232

Robert Olsen, 6818 Winterberry Ct., Wichita, KS 67226

Dave Lincoln, 25 Sun Valley Dr., Cumberland, RI 02864

Paula Dodge, c/o IBM Corp., 002A814 (Drop Code 0409), Owego, NY 13827

Oh, I have Spring orders on hand from Germany, Turkey, and England. I noticed in checking over the list of standbys that I have precious few SIG members available who are not overly-involved in the hobby. So, if we do have SIG members reading this who are not in this game, how about becoming a standby? Another M game is due here before too long.

PRESS

Italy to Russia: I guess I misjudged you.

Russia to France: Do you know how close you came to being out in 1907?

Bourse (82 I)

EVERYTHING FALLS EXCEPT THE ROUBLE. JILT PRESIDENT RETURNS FROM TOUR OF JAPANESE PLANTS AND SETS UP HEADQUARTERS IN TEXAS.

WINTER, 1906	US\$	£	Fr	DM	L	R	Tp
OIC (Briggs)	0.98	0	0	0	1962	500	3250
MI (Cusack)	1025.25	0	1350	0	1259	1724	1485
JILT (Gaughan)	5549.78	0	0	0	900	1600	500
BOT (Gautron)	18.00	0	800	0	1100	1600	1500
VIC (Jensen)	191.62	100	0	1500	1500	2400	1200
OIL (Lowes)	5.37	0	0	0	0	4840	2410
MINE (Phillips)	39.50	0	500	0	1800	1000	2800
YUK (Presber)	77.00	500	2000	500	500	1400	1400
CRAP (Smith)	8355.00	0	0	0	0	0	0
Purchases		0	0	0	0	1730	0
Sales		500	300	1435	1890	500	1200
Net Change		-500	-300	-1435	-1890	+1230	-1200
Old CMP		.20	.51	.39	1.30	2.05	1.72
Change		-.05	-.03	-.14	-.18	+.12	-.12
New CMP		.15	.48	.25	1.07*	2.17	1.60

Spring, 1907 due Tuesday, 25 October, 1983 (Next deadline: November 29th)

NOTES: Pete Gaughan has moved to: 509 Sandpiper, No. 103, Arlington, TX 76013
 Note also there was an error in the parent game's supply centre count last turn which affects this game. Italy lost two centres, so the Lira should have fallen by .08, not .03. I made the correction after your selling, as that seemed the only fair way. The additional Russian centre makes no difference to this game, as the Rouble had already risen the maximum possible. (Why do I keep having problems with people trying to sell more than five hundred per turn?)

PRESS

OIL: Come on, JILT and CRAP. How about getting that money back into circulation and inflate the market?

OIL to Russia: Way to go! Someone had to take advantage of those easy pickings in Italy. I had faith in you (and a lot of Roubles).

1981 W - North 1

AUSTRIAN DISBANDS HIS FORCES WHILE THE ITALIAN AND TURK BUILD NEW ONES.
THREE LEADERS CHANGE RESIDENCE.

WINTER, 1910

AUS (Bob Olsen): D F WMed, A Ukr, A Gal. Has: A Bud.

ENG (Errol Platt): D F Nwy. Has: F NAO, F Iri, F Eng, F Nth, F Den, A Gas,
A Par, A Bur, A Hol.

ITA (Bill Young): B F Rom, F Nap. Has: F Tyr, F Spa(sc), F Por, F Bre, A Mar,
A Tyr, A Ven, A Apu.

RUS (Garvin Boyle): Even. Has: A StP, A Lvn, A Mos, A Kie, A Ruh, A Mun.

TUR (Steve Hutton): B A Ank, A Con, F Smy. Has: F Bla, F Gre, A Ser, A Rum,
A Arm.

Spring, 1911 due Friday, 28 October, 1983. (Next deadline: December 2nd)

NOTES: I have Spring orders on hand from Italy and Turkey. Note the COAs.

Bob Olsen, 6818 Winterberry Ct., Wichita, KS 67226

Errol Platt, 1751 Saltdene Terrace, Mississauga, Ontario L4W 2E3

Bill Young, P.O. Box 15746, Pittsburg, PA 15244

Garvin Boyle, P.O. Box 1149, Richmond, Ontario KOA 2Z0

Steve Hutton, 2600 Don Mills Rd., Apt. 707, Willowdale, Ontario M2J 3B4

PRESS

Austria to Turkey: Shed no crocodile tears for me. Fall, 1910 was the only decent set of orders you've submitted all game. Actually, I'd rather be dead than try to drag any more communication out of you anyway. Farewell Mr. Palter....er, Hutton.



Al Pearson: "Uncle Al, the Novice's Pal"



Joyce Singer: Winner of this Year's DipCon Tournament

1981 KA - North 2

GERMAN STABS FRENCH, TURKEY CRUSHES AUSTRIA! ITALY OUT, ENGLAND TO FOLLOW?

WINTER, 1907

GER: B A Ber; TUR: B F Smy.

SPRING, 1908

AUS (Nelson Millar): F Ven H /A/; A Vie* S & A Tyr* S A Gal - Boh*; A Mos - War /d/ (R: Ukr, OTB).

ENG (Jan Jensen): A StP H /d/ (R: Fin, OTB).

FRA (Jack Jung): A Pie* H; F Lyo* C & F Tyr* S A Mar - Rom*; F WMed* S F Tyr; F Tun* - Ion; F Naf* - Tun.

GER (Blair Cusack): F MAO - Bre*; A Mun - Bur*; A War* S TUR A Sev - Mos; A Lvn* S A Nwy - StP*; F Bal - Swe*; A Pru* S A War; A Sil - Gal*; A Boh - Vie /d/ (R: Sil, OTB); A Ber - Mun*.

ITA (CD): A Rom /A/.

TUR (Paul Rauterberg): F Smy - Aeg*; F Nap* S F Ion*; F Adr* S F Apu - Ven*; A Bud - Tri*; A Bul - Ser*; F Bla - Rum*; A Sev - Mos*.

Summer Retreat and Fall, 1907 due Friday, 28 October, 1983.

(Next deadline: December 2nd)

PRESS

Vienna to Turkey: The Dual Monarchy was much grieved by the greed of the Turkish nation. Obviously patience is not a forte of the opium king's character. With the German NMR the fortunes of war would have fallen to us. It is sad that some people feel that the stab is a necessary part of this game. Last chance!

1982 J - North 3

ITALY AND FRANCE SIT OUT THE DISMEMBERMENT OF THEIR FORCES. TURKISH DRAFT NETS NEW ARMIES.

AUTUMN, 1906

AUS: A Ser R OTB. ENG: F StP R Bar; A Swe R Nwy.

WINTER, 1906

AUS (Nelson Millar): Even after retreat. Has: A Tyr, A Tri.

ENG (Doug Millstone): B A Lon. Has: F Bar, F Nth, F Den, F Kie, F Hol, F Eng, A Nwy, A Par.

FRA (Darryl Phillips): NMR. D F MAO (by GM). Has: F Spa(sc), A Bre, A Gas, A Mar.

GER (Martin Taylor): B A Mun. Has: F Bal, A Swe, A StP, A Pru, A Vie.

ITA (Roy Smith): NMR. D F Lyo & F WMed (by GM). Has: A Tus.

TUR (Dennis Duncan): B A Ank, A Con, F Smy. Has: F Bla, F Gre, F Nap, A Rom, A Ser, A Bud, A Rum, A Mos.

Spring, 1907 due Friday, 28 October, 1983. (Next deadline: December 2nd)

NOTES

Will Gerry Paulson, Box 6, Amisk, Alberta TOB OBO please submit standby orders for France? Thanks, Gerry. I'll send the addresses.

Italy will be in Civil Disorder if Roy misses next deadline.

I have Spring orders on hand from Germany.

PRESS

Turkey: Duncan Donut to Nervy Nellie, Rejoice! Your troubles will soon fade away and you will dwell among the houris in the Gardens of the Blessed.

Trieste to World: Come on, England!

Turkey: Ibn-Abdullah-Duncan to President Phillipe, Fear not, help is on the way.

1983 Q - North 4

ITALY AND AUSTRIA PUSH NORTH. KAISER RESIGNS, SO GERMANY HAS A NEW LEADER WHILE ENGLAND CLOSES IN.

AUTUMN, 1902

AUS: A Gal R Vie. GER: F Den R Bal. FRA: A Spa R OTB.

WINTER, 1902

AUS: B A Bud. ENG: B F Lon, A Edi. ITA: B A Rom.

SPRING, 1903

AUS (Bob Acheson): A Vie* S A Bud - Gal*; A Rum* - Sev; F Gre* H; A Ser* - Rum; A Tri - Bud*.
 ENG (Paul Watson): F Ska - Nth*; A Den* - Kie; F Nth - Hel*; A Edi - Yor*; F Lon - Eng*; F Bre* S ITA F WMed - MAO.
 FRA (Jan Jensen): F Por* H; A Par* H.
 GER (Keith Sesler): A Bur* - Bel; A Sil* - War; F Bal* - Kie; A Hol* - Kie; A Bel* - Hol.
 ITA (Dennis Duncan): F WMed - MAO*; A Spa* H; A Mar* H; A Ven - Tyr*; F Ion* H; A Rom - Ven*.
 RUS (Steve Berrigan): F Swe - Bot*; A Gal - War /d/ (R: Boh, OTB); A Ukr* S & F Bla* S A Sev*.
 TUR (James Keeley): A Bul* S AUS A Rum (NSO); F Con* S A Bul; A Ank* S A Arm*.

Summer Retreat and Fall, 1903 due Friday, 28 October, 1983.
 (Next deadline: December 2nd)

NOTES

Keith Sesler has resigned his position, so will Mark Keller, 9536 Shumway Dr., Orangevale, CA 95662 please assume the German position? Thanks. I'll send Mark the addresses.

PRESS

Italy: Premier Duncanini to Europe, Ah, it is so nice to be wanted by everybody. Just keep those cards and letters coming in, fans. I know what Sophia and Lisa feel like. (Take that any way you want...snicker.)

1983 R - Seven Nations

RUSSIA'S SOUTHERN FRONT DEVASTATED BY AUSTRIAN, TURKISH ONE, TWO PUNCH!
 WESTWARD MIGRATION NEW TREND?

SPRING, 1902

AUS (Randolph Smyth): F Gre* S TUR F Con - Aeg; A Ser - Rum*; A Tri* S ITA A Ven (NSO); A Vie* S A Bud - Gal*.
 ENG (Richard Gee): A Nwy* - Swe; F Nth* - Nor (?); F Lon* - Nth; F MAO - Eng*.
 FRA (Axel Halfmeier): F Bre* S F Por - MAO*; A Par* S A Spa - Gas*; F Mar - Spa (sc)*; A Bel - Pic*.
 GER (Roland Bakker): F Den - Hel*; A Ruh* S A Hol - Bel*; A Ber - Kie*; F Kie - Bal*.
 ITA (Frej Wasastjerna): A Ven - Pie*; A Apu - Ven*; F Tun - WMed*; F Nap - Ion*.
 RUS (Walter Compton): A StP - Fin*; F Bot* - Swe; A Gal & F Sev - Rum (A Gal /d/, R Boh--JRHR; F Sev /A/).
 TUR (Gary Coughlan): F Bla* S A Arm - Sev*; A Bul* S AUS A Ser - Rum; F Con - Aeg*.

Fall, Autumn Retreats AND Winter, 1902 due Friday, December 2, 1983.

NOTES: Please do not use the abbreviation "Nor." It could refer to many different places. Also, I am getting very confused by some press writers. Press has been coming in in separate envelopes with notes to ignore certain previously sent items, later corrections and additions, etc. It is getting bewildering.

PRESS

Turkey to Germany: Shame, shame. You've not written to the Sultan! Be forewarned that I am going to Europe in October, to Holland, to your very city to personally chastize you! Are you ready to meet the Infidel!!?

Russia: Who can trust the Turk? Answer: Nobody.

England to Russia: Sorry, you didn't write.

England to Germany: Alright then...P - K4.

Turkey to England: I'll hopefully meet you also, although you're only guilty of "cross-game press"!

Turkey to Russia: I've got Georgia on my mind now. Maybe those Moscow girls will knock me out!

England to Turkey: Collusion between the Europeans? Never!

England to Austria: If I'm right, then your Conspiracy Theory is wrong, which means that I'm wrong after all, so your Theory is right, and I'm right, but then there is a conspiracy, but...P - K4?

Constantinople: The Sultan is having a Black Sea cook-out, complete with hush puppies and catfish. Yum, yum! Y'all come, heah?

England to France: Fifteen - fifteen?

Turkey to France: Why Illinois of all places?

England to Italy: Go git 'em Floyd!

RON TRIES TO TELL A JOKE...

After the Referendum on Québec's Indedendence failed to pass for the 20th time, René decided he had had enough and declared war on Canada. In order to prepare for the invasion he had his troops take a 24-hour crash course in English so that they would find infiltrating the enemy's lines a little easier.

So, the first invasion was launched. His troops slipped across the Ottawa River, hoping to catch the Square Heads by surprise. A few hours later, the leader of the expedition returned, bleeding and dying. "René," he gasped with his dying breath. "Watch out for the bacon tree!"

"Bacon tree?" René exclaimed. "Mon Dieu, what is that?"

But, the unfortunate died before he could explain further.

And so it went. Every time he sent troops across the Ottawa, one returned to warn him of the bacon tree before expiring.

Finally, René sent his most trusted aid with a group of his best troops. This time the leader of the expedition returned, bleeding and dying as usual. "Well, mon ami, did you find this 'bacon tree'?" asked René.

"Forget the bacon tree," gasped his friend. "Watch out for the ham bush!"

1983 Brn16 - Variant 2

(Blowup)

GREAT SIGH OF RELIEF ACROSS EUROPE AS NO ONE BLOWS UP! (BUT ENGINEERS IN MANY COUNTRIES PREPARING NEW NASTIES.) BOTH FRANCE AND RUSSIA ARE UNDER A LOT OF PRESSURE. THE TURK KEEPS TRYING...AND TRYING....

SUMMER, 1903

FRA: F MAO R Por*.

FALL, 1903

AUS (Bruce Poppe): A Gal - Ukr*; A Rum* - Sev; A Ser - Bul*; A Vie - Tri*; A Bud - Gal*.

ENG (Steve Hutton): F Eng* S & F Pic* S F MAO - Bre*; F NAO* - MAO.

FRA (Makr Keller): F Por* - MAO; A Gas - Spa*; A Par* S F Bre/d/(R: Gas, OTB)

GER (Keith Sesler): F Bal* C A Den - Lvn*; A Pru* S A Sil - War*.

ITA (Dave Lincoln): F Gre* MS F Ion*; A Ven - Pie*; F Tyr - Lyo*; F Tun - WMed*.

RUS (Nelson Millar): A War - Pru /A/; A Mos* - Sev; A Fin* S A Swe*.

TUR (Dave Carter): F Aeg* S F EMed* - Ion; F Con* - Bul (coast?).

SUPPLY CENTRES, WINTER, 1903

AUS (5-6, Build 1): home, Rumania, Serbia, BULGARIA.

ENG (4 - 5, Build 1): home, Belgium, BREST.

FRA (4 - 4, Even): Paris, Marseille, Brest, Spain, PORTUGAL.

GER (5-6, Build 2): home, Denmark, Holland, WARSAW.

ITA (5-5, Even): home, Greece, Tunis.

RUS (5-5, Build 2): Moscow, Warsaw, St. Petersburg, Sevastopol, Norway, SWEDEN.

TUR (3-3, Even): home.

Winter, 1901 (and Mining) AND Spring, 1904 due Friday, October 28, 1983.
(Next Deadline: December 2nd)

NOTES: As most builds are pretty straight forward, I thought we could try to speed things up a bit. Two objections will result in separated seasons.

Steve Hutton's new address is: 2600 Don Mills Road, Apt. 707, Willowdale, Ontario, M2J 3B4.

Bruce Poppe has moved to: 1204 Heartwood Court, Arnold, MD 21012.

PRESS

Turkey to Italy: I hope that my feeble attempts to do something in this game are not bothering you at all?

Italy to Turkey: Looks like a standoff for the time being.

France to England: You are trying my patience. Prepare to Blow Up.

Russia to World: If you guys keep this up, I'm warning you, Don't fly over Russia! (It wasn't my fault, really.)

Germany to France: That may be true, but it's so much more fun attacking the evil Tsar.

Italy to France: Here comes the calvary to the rescue.

Turkey to Russia: Any ideas on how to turn this around? It looks the same to me from either side of the board.

France to Italy: Yes, you can help. Annihilate the English fleet after I blow him out of the Mid.

French Travel Board: Reports show that this is a particularly good time for German and Russian tourists to visit England. Free travel planning is available.

1983 Ecb19 - Variant 3

(Woolworth II-D)

FRANCE REGAINS HOMELAND. BALKANS TEARS OFF A PIECE OF AUSTRIA AND SAVES ITALY'S HIDE. SCANDINAVIA IN A SQUEEZE. WHO ARE THOSE GUYS...?

SUMMER, 1902

BAL: A Rum R Tra*.

SCA: A Kie R Ber*.

FALL, 1902

AUS (???): A Bud - Ser /d/ (R: Vie, Tri, OTB); A Ven* - Rom; A Tyr* S SPA
A Pie - Swi; F Apu* - Nap.

BAL (???): F Ion* - Nap; F Bul* - Rum; A Ser* S A Tra - Bud*.

ENG (Steve Hutton): A Nwy* S F Ska* - Swe; F Nth* S F Ice - Nwg*.

FRA (Keith Sesler): F Bre* - MAO; A Bur* S & A Swi S (/A/) A Gas - Mar*.

GER (???): F Den* S A Kie*; A Kie S A Ruh - Mun*.

ITA (???): F Tyr* - Rom; F Tun* S TUR F Aeg - Ion (NSO).

RUS (???): F Sev* S & A Ukr* S * A Gal* S F Rum*; A StP* - Lap.

SCA (Dave Carter): A Ber* - Kie; F Bal* - Swe; F Lap* - Nwy.

SPA (Bob Albrecht): A Pie - Swi*; A Mar - Bur /d/ (R: Pie, OTB); F MAO* -
Gas (IMP); F Lyo* - Tyr.

TUR (Nelson Millar): A Aeg - Cre*; F Bla* C A Con - Arm*.

SUPPLY CENTRES: WINTER, 1902

AUS (4-3, Disband 1): Trieste, Vienna, Budapest, Venice.

BAL (4-4, Even): home, BUDAPEST.

ENG (4-5, Build 1): home, Iceland, NORWAY.

FRA (4-3, Even because of /A/): Paris, Brest, Munich, Switzer, MARSEILLE.

GER (3-4, will be short): Berlin, Holland, Denmark, MUNICH, KIEL.

ITA (2-3, Build 1): Rome, Naples, TUNIS.

RUS (5-6, Build 1): home, Galicia, RUMANIA.

SCA (3-2, Disband 1): Norway, Sweden, Kiel, BERLIN.

SPA (4-4, Even): home, Marseille, SWITZERLAND.

TUR (3-4, Build 1): home, CRETE.

Autumn Retreat, Winter, 1902 AND Spring, 1903 due Friday, 28 October, 1983.
(Next deadline: December 2nd)

NOTES: Doesn't look too complicated to me, but if two of you request it,
seasons will be separated.

Steve Hutton's new address: 26 Don Mills Road, Apt. 707, Willowdale, Ont.
M2J 3B4.

PRESS

Scandinavia to England: Yes, I've read Dune. I've read it enough to know
that passing water is the greatest compliment you can give to another. I
also know that Sandworms don't relieve themselves as we know it because of
their natural enmity for fluids. I shall also quote Paul Maud'dib: "Never
ask England for his support in an attack on Germany in a Woolworth game
when England's secret power is Germany!" Wise man that Maud'dib!!

France to Austria: I'd be very surprised if you didn't help Spain.

Spain to France: Care to capitulate?

Austria to France: Perhaps England will help you. Of course, I won't!

Constantinople to World: If anyone of my much esteemed Western neighbors
would like some help, please write. The Patient One is beginning to feel
like a Maytag repairman.

France to Germany: There's one obvious reason I can think of offhand.

Austria to Balkans: I have to be absolutely sure of you. You have Turkish
help, of course?

Russia to Turkey: Ha! You thought you'd cut my support last turn, didn't you?

France to England: No, actually it's one against Scandinavia.

Greece to Moscow: If all you want is Rumania, okay. But if you try for more, look out!

Spain to Germany: Switzerland is whose?



Paul Rauterberg and Kathy Byrne

1982 IF - Millar 1

BIG BOOM SOON TO BE HEARD IN MIDDLE BOARD.
GM RECOVERS SPEECH, BUT NOT SLEEP.

GM: Nelson Millar
327 Wilfred Leblanc
Maniwaki, Québec
J9E 1X7

WINTER, 1903

AUS: B F Tri, A Bud.
ENG: B F Lon, A Edi, F Lvp.
FRA: F Tun R WMed; B F Mar.
RUS: NMR. D A War, F Bal, A Fin (by GM).
TUR: B F Smy.

SPRING, 1904

AUS (Paul Rauterberg): A Gre* H; A Nap -Rom*; F Tun - WMed*; A Tyr* -
Mun; F Tri - Ven*; A Vie - Boh*; A Bud - Tri*; A Gal - Sil*.
ENG (Pierre Touchette): F Lon - Nth*; A Edi* H; F Lvp - NAO*; F Hol* S
A Kie; A Kie* S FRA A Bur - Mun; F Den - Bal*; A Swe - Fin*; F Nwy* -
StP(nc); F Nwg - Bar*.
FRA (Dan MacLellan): A Spa* - NAF; F WMed C A Spa - NAF /d/ (R: NAF, MAO, OTB)
F Mar - Lyo*; F Por* - Spa (coast?); A Bur* - Mun.
GER (Keith Sesler): A Ber* MS A Mun*; A Mos* - StP.
ITA (CD): A Pie* H.
RUS (Bob Acheson, CD): NMR! A StP* H.
TUR (Gary Ferguson): A War - Pru*; A Sev* - Mos; F Rum* MS F Bul(ec)*;
F Ion - Tun*; F Tyr* S AUS F Tun - WMed; F Smy - Aeg*.

Summer Retreat and Fall, 1904 due Monday, 24 October, 1983.
(Next deadline: November 28)

Me«Ann»derings

by Ann Fothergill-Brown

The View From Silicon Valley (North)

The introductory article in this series did not provoke much reader response. Perhaps I'm "preaching to the converted" as some remarks by **Pete Caughan** suggested. In a telephone conversation, Pete observed that, in California, where the American high-tech industry is concentrated, people seemed generally immune to the mythology I described.

I wonder if that is really true. Ottawa is known as "Silicon Valley North" because of the Canadian high-tech concentration in the region, and yet I still see my daily share of technological ignorance. Even high-tech companies have their share of staff members with peculiar beliefs about computers. For example, I recently heard about a word processing operator (a normal, reasonably intelligent person with more than five years' experience in WP, according to my source) who insisted that her WP equipment did not have any programming!

In my opinion, there is a world of difference between being capable of operating a machine, and truly understanding what you are doing. The dividing line is a very thin one--and perhaps not so black and white as my article might have indicated. I can't communicate my knowledge of computing to you in the small amount of space I have in SNAFU!, but maybe I can provide you with an insight or two. Or am I wasting both my time and yours? Comments, anyone?

* * *

Cyber Myth #1: The Omniscient Computer

When TV's Maxwell Smart asked Hymie the robot to "give me a hand", Hymie did just that: he unscrewed and offered a manual extremity. Laughable, yes; but also completely realistic. We laugh (or sometimes cry) when computers fail to "understand", but understanding anything, particularly something as intricate as an idiom, requires intelligence, and intelligence is something computers lack. In fact, recently, another writer in my office recently told me that she had heard computers referred to as "TOMs" (for Totally Obedient Morons).

To many people, this sounds ridiculous. Computers often appear "intelligent" and, indeed, marketing literature frequently describes certain machines as "intelligent". However, this "intelligence" consists of nothing more than a static list of step-by-step instructions for performing a fixed number of tasks. The peculiar synthesis of learning, memory, logic and intuition which lead to invention and decision, and which we label intelligence, has not yet been duplicated in a machine. Nor is it likely to be duplicated soon, despite the current hullabaloo over projects researching "artificial intelligence". So where did the myth of computer "understanding" arise?

At one time, only computer engineers could "talk" to computers. They had to generate, by hand, the thousands of electrical signals that drove the machines. Soon, however, the obvious advantages of computer processing were in demand by people who could not afford to spend time acquiring the specialized background necessary to understand and generate the signals. As a result, programming and programming "languages" were developed . . . and the myth of computer "understanding" began. For, in order to make programming accessible to people without a specialized education, programming languages were designed around a skill common to all educated people in Western countries--the English language.

People who worked closely with computers were aware that computers did not "understand" these "higher level" languages. They knew that another program (called a compiler or interpreter) "translated" the

English-like instructions into the electrical signals that drove the machines. But to the unsophisticated user, it now appeared that computers "understood" various "English" languages.

Still, because of limitations in storage space and processing time, computers could deal only with the most utilitarian instructions. It was a waste of that space and time to have to account for anything less than accurate data or a knowledgeable user. Even computer languages themselves were quite rigid and unforgiving of error. As a result, users still had some sense of dealing with a machine.

However, technological advance has made it possible to be quite profligate with storage space and processing time. As a result, computers have become "user friendly"--that is, able to diagnose errors, and explain their own functioning. In the popularization of such computers, the novice has been led to assume that the machine "understands" the errors, and "understands" itself. The average user often remains ignorant that beneath the technological accretions, his/her machine is still driven by signals essentially identical to those that drove the earliest computers. A machine that appears to "understand" instructions is merely giving pre-determined responses to situations which a programmer has foreseen.

Still, that does not fully explain the devotion some people have to the myth of computer "understanding". I believe that the largest myth-making factor is our human unwillingness to deal with "inhuman" machines. We seek human analogues in everything, even computers, and so (admittedly more in the past than today) many systems are designed with human characteristics and "personalities". To access some systems, you type "hello"; when you finish, you type "bye". Some systems have human-like names: ULSSLYS, ALADIN, CASPAR. Some systems ask for your name, and then address you by it. If anything else was needed to entrench the myth firmly in our consciousness, that was it.

The myth would not be so debilitating except that it causes so many people to be in awe of, or simply to fear, computers. They believe that the machine is in control. In fact, machines will control only those who cling to mindless superstitions about machine "understanding". The majority of us should be capable of marching confidently into the cybernetic future, knowing that computers are simply machines which operate on electric signals, not independent intelligences waiting for their hapless masters to make a misstep.

Rules

RULE VII, I. MOVEMENT (Part Two)

This rule continues: "An army may move to any adjacent province unless this move causes it to conflict with another unit, under the rule that no two units may occupy the same space at the same time. A fleet may move to any body of water or coastal province which is adjacent to its current location, unless this move causes it to conflict with another unit.

"When a fleet is in a coastal province, the warships are assumed to be at any point along the coast of that province. The fleet may move to an adjacent coastal province only if it is adjacent along the coastline, so that the vessels could move down the coast to that province; for example, a fleet may move from Rome to Tuscany or Rome to Naples; but not from Rome to Venice, because these two provinces, although adjacent and both coastal, are adjacent only along an inland boundary, not along a coastline.

"Units may not move to islands, except to England, nor to Switzerland, nor to any location not specifically named on the playing board."

I have never seen this rule cause any confusion, except for the occasional novice who orders Army Berlin - Denmark on the opening move. I once tried Army Liverpool - London, thinking it was a brilliant opening, vaguely wondering why I had never seen it before. (I soon found out.)

The only possible confusion concerns fleets in coastal provinces. Looking at the board, one might think it possible to order Fleet Portugal - Spain (north coast) and

Fleet Spain (south coast) - Portugal. However, even though the north and south coasts of Spain look like different adjacent coastal provinces, they are part of the same province; hence, what one is doing in this case is attempting to exchange positions (forbidden under Rule VIII). Also, because Spain is one province, a fleet in Marseille can support Fleet Gascony - Spain (north coast). Spain is considered to be one province, even though a fleet may not be able to move to one of its coasts.

Later in the rules (VII, 3, b) it also states that if a fleet could move to either coast of a two-coasted province, one must specify the coast or the move fails. So, one can't always move to an adjacent province.

Letters

First, some reactions from the players in 1980 HM to my comments on their game last issue.

JOHN HORN (Oak Forest, Illinois): "I can't let this game go into oblivion without a response to your misinterpretations.

"The problem posed by the game was how to stop Austria, who grew very quickly to ten centers or so at the expense of an Italian player who allowed his country to go into Civil Disorder, and a series of transients and novices in charge of Turkey. Until Germany and I polished off France, Russia, and one remaining neutral.... Once Russia chose to attack Germany instead of Austria, the lines were drawn: Russia and Austria versus England, Germany, and Turkey. Russia and Austria didn't work together. Germany and I did. (He moved according to my instructions from 1903 on.) Turkey didn't listen. Otherwise the game might not have ended in a draw. Germany and I solved the problem posed by the game. Even a runaway can be stopped by a firm alliance."

Regarding any misinterpretations, remember, I am completely unaware of the negotiations behind the orders. But, for another point of view, read on.

CLAUDE GAUTRON (Winnipeg, Manitoba): "Re. 1980 HM, Orphan 5, endgame statements: I forgot to write up an endgame statement for Germany, but what you said concerning Germany was sufficient and more eloquent than I would have written!

"My comments would have been similar concerning my policy in this game. From the beginning the only thing I could do to guarantee the survival of Germany was to ally with England, and John Horn was eager to have me as an ally. We remained solid allies throughout and, if the possibility of being stabbed by him did cross my mind, the alternative (allying with Austria) was practically impossible. I saw Germany as being too weak to play one side against the other, and as long as Russian armies remained in my home centres, why abandon England who promised to help? I trusted England and John, though he had several chances in the middle game to stab me, never did!"

MARK KELLER (Orangevale, California): "I took over as Austria in 1903. I'm not sure what Keith did in the first two years, but he was up to eight centers. I took Naples that year, finishing off the Italian.

"I managed to form an alliance with the Russian. The English and Germans were taking apart the French. The English offered non-aggression if I let him have Tunis. That was totally unacceptable as I planned on controlling all of the Mediterranean.

"I built as many fleets as I could as fast as I could. The situation was unusual. The French were dying, the Italians were dead, and the Turk was contained. That left the Med to me, with the only threat being the English. I even refused a build in 1904 so that I could be sure of building another fleet in 1905.

"I, unfortunately, did not get enough power into the Med fast enough to take Marseille or Spain. I couldn't even break out into the Atlantic. I was overmatched by the Austrian limitations and English growth. I was only able to build one fleet a year and it was four moves away from the Western Med while the English were only three moves away.

"The Russian (Steve Columbo) was a loyal ally, but an undependable one. A combination of NMRs and weak moves left him slipping behind and allowed the German to recover. Then Columbo dropped and Steve Berrigan took over. He apparently didn't see the value of keeping our alliance and promptly stabbed me. His new-found friends repaid his help by taking some of his centres. He would have been out at the end of 1910.

"It came down to the point that without England and Germany going to war it was going to be a three-way. I was in a secure position and so were they. It was too late for one of them to stab the other without the danger that I might win."

Mark went on to thank everyone in the game and to note that this was his second pbm game. It was an interesting game to watch. Thanks, guys.

Moving right along, we have some responses to my suggestion last month on how to deal with Spring, 1901 NMRs. What I had suggested was splitting the usual longer first deadline into two parts and if I didn't receive preliminary orders from someone by the first deadline he would be replaced in time for the real deadline. I'll print all the comments, then respond.

MARK KELLER (Orangevale, California): "About Spring, 1901 NMRs. The method I favor and use is that in regular Dip I will use "neutral" orders and call a standby. The reason I do this is to speed up the game start. I wouldn't start a game with an actual NMR as this warps the game from the outset. I feel I can use "neutral" orders in regular Dip because the openings are well understood. I have created orders that aren't overly hostile but offer good opportunities to get builds."

DAVE CARTER (Willowdale, Ontario): "I strongly oppose delaying a new game because of an NMR. While a veteran player may not mind a delay (especially if he is in several) I would not expect a new pbmer in his first game to enjoy being told to wait another five weeks because of an NMR. Your statement that 'Armies cannot go off willy-nilly on their own' does not make sense insofar as in the real world you are not moving little wooden blocks around. Why not just adopt a Spring 1901 NMR rule that makes the game run smoothly? Personally I don't like to have the units hold because that can really unbalance a game. Neutral orders that are agreed upon by the players (as in the house rules) are what I prefer."

BRUCE LINSEY (Albany, New York): "A quick note regarding your dilemma on Spring '01 neutral orders. I personally find them acceptable, so I use them in VOICE OF DOOM. But I do understand your viewpoint too. If you are uncomfortable with them, I would suggest delaying the Spring '01 deadline if any player NMRs. On the second deadline, play the season; if a position is still NMRed, tough cookies. The alternative you discussed is viable as well, of course."

ROB PEART (Rexdale, Ontario): "Your idea of a 'double-deadline' is a good one. I think that it is very fair and necessary."

Well, there you have it. Some support for the idea, but a strong plea for Spring, 1901 "neutral" orders. Rather than impose my dislike of neutral orders on everyone, I'll leave it up to you. I will prepare a ballot (probably at the bottom of the last page) for you to return to me. I'll make up a set of what I think are reasonably neutral opening moves which will be used if the majority supports that solution. This likely will not be in time for the start of North-5, but I want to prepare a new set of house rules soon and incorporate any changes in them.

Regarding my article on double orders and comments on Rod Walker's article on the same subject, BILL YOUNG (Pittsburg, Pennsylvania) writes: "I agree with what you say...."

"Orders must be interpreted strictly in accordance with what the player says, rather than what he means. Once you start giving precedence to the meaning you open a Pandora's Box which will get you into endless trouble."

Thanks, Bill. I can't stress enough how important it is that the only way a GM can be fair is to go by what the player wrote, rather than worrying about whether he made a error or if he's using an unusual or out-of-date format. The writing of Diplomacy orders is such a simple, straightforward thing, one wonders why there would be any arguments on the subject at all.

Well, let's get to the response to my comments on the U.S. hobby last month. First up, JOHN CARUSO (Flushing, New York) publisher of WHITESTONIA.

"I guess my zine is one of those you keep refering to as a non-Dip zine that picks on people for being liberal, bald, Nazi, fat, old, animal, female (same thing), senile, etc. But you must enjoy at least some of it as you still get it. Of all the stuff going around the hobby (herpes, AIDS, etc.) the only thing I don't want in my zine is controversy. I know, I put it there too, but I never really intended to print the stuff.

"Personality differences are inevitable. The thing is to keep on communicating. Some of the differences get out of hand. But we are only human. People have feelings, ego, etc. If everyone would think of their fellow man/woman before speaking, things would be more tolerable. But some people don't care for other people's feelings, or just don't care."

KATHY BYRNE (Flushing, New York) publisher of KATHY'S CORNER: "Now I must ask a question. From reading your issue it seems that you like only Diplomacy-oriented zines! Why would anyone get KK/W if they enjoyed games? Also, I find it amazing that you continue to get our zine in view of our weird sense of humor!"

May I quote from the article? "Such zines may be well written and entertaining, or they may be terrible, but that's not the point....It's a matter of recognizing that there are many zines, but they are not necessarily Diplomacy zines." Diplomacy is hardly my only interest in life. Maybe I enjoy the continuing saga of John and Kathy's zaniness too, eh? I think we all learned a lesson during the feuds of the Winter of 82-83, as evidenced by John's remarks above, and Bruce Linsey's which follow.

BRUCE LINSEY (Albany, New York) publisher of VOICE OF DOOM: "The American hobby, as you pointed out in your 'Overview' article, is unfortunately riddled with unpleasantness. For years I allowed my zine's letter column to serve as a forum for hobby feuding, thinking that those who wanted to air their differences should have a place to do so. Recently I have reconsidered that policy and have attempted to cut back on printing such material. I find that many of my readers are happy with the change and I am comfortable with it too....

"Like you, I dislike the zines which focus negatively on people's personal lives. But unlike you I do see the value in a humorous, clever putdown of another hobby member. My 'Zoo' issue recently was an example of this. Public figures in the hobby are fair game for humorous satire, provided the humor is truly in fun. I would guess that I have been the target as often as anyone else, too, so I'm not speaking from ignorance.

"The problem lies with people who, again, cannot make the distinction between good fun and harmful personal slurs. One publisher, whose zine I no longer care to receive, recently ran a "What Has Bruce Linsey Done For Me" contest. This turned out to be merely a thinly disguised vehicle for certain people I have had problems with to submit some rather vile personal attacks for print. I think a very clear distinction can be made between this sort of thing and, say, my Doomie of the Year contests in which my readers can put each other down and nobody gets hurt, ever.

"Again, editorial discretion is the key. If some people would keep that in mind, the American hobby would be much more pleasant than it is."

Let's all work at ensuring that the kinds of attacks that saw print during the past year will never occur again. Sure, as John pointed out, we are human; sometimes we over-react, sometimes we write in anger without think-

ing. But if everyone tried, as I know some are, we'd all be a lot happier and these "feuds" wouldn't drag on and on hurting innocent bystanders--and the hobby--along the way. Besides, feuds are boring, as, I am sure, are articles on them, like mine.

LARRY PEERY (San Diego, California), publisher of XENOLOGIC: "I don't agree with you that a Dippy zine should be just Dippy and closely related stuff. I have a very liberal definition of what relates to the hobby mostly because the people who are in the hobby are so diverse. Other than being bright--that seems to be the most common characteristic I can find. So I try to expose them to new ideas and concepts. And I see many ways Dippy can be tied to non-Dippy stuff....I think our difference is one of degrees, not substance."

My main point I was trying to make was to object to using zines as vehicles to vent one's frustrations with other hobby members. Some do not publish in order to run games; the games are an excuse to publish something else. It's a moot point, perhaps, but asking, "What is this zine about?" is not an unreasonable question to ask. Just because there's a Diplomacy game or two does not automatically make a zine a Diplomacy zine. For someone in my position, who receives so many zines I can hardly keep up with the filing, looking at a zine which contains seven pages of reviews of popular music, with one game tucked away on the bottom of the last page, like an afterthought, to reject such zines is a reasonable response.

BRUCE LINSEY continues on a related subject: "However, you and I appear to part company on some minor points despite sharing the same fundamental philosophy. In your article you question the value of exposing another publisher as a liar or a cheat. I have always held, and will always hold, the view that such people should be criticized publicly, in as many zines as possible. If XXX is placing his son in his games without telling the other players, or if YYY has a practice of printing confidential letters, or if ZZZ steals someone's sub money; then I am performing a public service by mentioning this in print. When such charges can be backed up with proof, all the better; but if somebody has treated me dishonestly I will publicize it without proof, if necessary, trusting to my reputation and credibility with most of my readers to give weight to my statements."

I think there's a bit of misinterpretation here. I was trying to distinguish between the game we all presumably enjoy and the characters involved in the hobby. I'm sure most people who play postal-Dip don't give a damn about Buddy Tretiak (or his various personas); they want to know if their ally stabbed them or not. I think, as publishers, we place too much emphasis on other publishers. Of course everyone should be warned of frauds--and I will continue to do that. And, if someone lies about me in print, I will answer him in print--as with Robert Sacks last issue. The lowest point for SNAFU!, in my opinion, was when I printed a front page editorial attack on Francois Guerrier two years ago. As it turned out, what I said proved true, unfortunately, but my writing in anger, giving it such prominence, was wrong. A simple statement of the facts in the "Other Zines" section was all that was required. My point is: let's keep such things in perspective.

GEOFF CHALLINGER (Kent, England) adds this note on the British scene: "I wish you luck in your exploration of Europe. I'm not sure you'll find everything to your liking. The feuding which seems to characterize some U.S. zines is not absent from U.K. zines. The difference is that we don't take such things seriously. Indeed the level of personal abuse is probably higher over here, but at the same time less insult is intended and less offense taken. I know I operate in much the same way with personal friends. I'm far more insulting to my friends than to those I don't like. The British attitude is not therefore a more fun-loving one; but a more flippant one."

Thanks, Geoff. I'm sure we all agree that calling a friend a dumb turkey is hardly in the same class as printing an article accusing someone of being gay, or of having a promiscuous wife, and then having to spend the next six issues claiming it was a joke and saying the victim is over-sensitive and a

spoil sport. I don't blame the targets of such "pranks" one bit for being angry and, though I can suggest a more measured response from an outsider's point of view, I can understand their lashing back. And, so it continues...

Change of subject. GARY COUGHLAN (Memphis, Tennessee): "I greatly enjoyed the last SNAFU! (I like them all) where you told how you put the zine together. I can almost see you doing it through your description and you can tell you do a lot of work on it (and Ann, let's not forget Ann!)."

LARRY PEERY: "What I liked was the way you described how you do SNAFU! If I did that kind of article for XENOGOGIC no one would believe me...or they would have me committed at once."

I'm glad you enjoyed it. That was just a last minute thrown-together item to fill a few pages. Of course, the timing changes with shifts, and this typewriter will make a difference, but you have an idea of the basic plan of action. I can't imagine how anyone can put together a zine by waiting until the day after the deadline before beginning...

DAVE CARTER: "Re. zine being put together. I have a clipboard in my basement on which I write little notes to myself as the month goes by. Things like COAs, sub money, new games, answers to questions. When deadline comes along I'm supposed to read through the scribblings to make sure that I haven't forgotten anything."

Good idea. I sometimes tape notes to the wall or filing cabinet, but I've never really gotten myself organized in that regard. Probably explains my regular nervous breakdown every five weeks.

JOHN CARUSO: "I give up. Another good, entertaining issue of SNAFU! Tell you what--how about you put WHITESTONIA on the top of your next issue instead of SNAFU! and I'll put SNAFU! on mine instead of WHITESTONIA?"

"You have to tell me: how do you make it look so neat and so organized?"

Well, you see John, I have this wife who is fighting a constant battle against my natural tendency towards carelessness over details and sloppiness in general. She also ensures I get the materials I need, like a filing cabinet, new typewriter, a room to work in undisturbed. It's still a tough battle, but she's as stubborn as I am. Glad I don't have to put up with me.

Regarding the winding up of my travel series, GARY COUGHLAN asks: "Didn't it seem funny to you, or that hitchhiker, that both of you kept winding up with each other? Also, I know that Canadians can walk downtown at three am without any fear of being mugged or molested, but what about hitchhikers? In the States hitchhikers and drivers are often robbed or even killed and everyone advises against hitchhiking, either doing it or picking up strangers. Is it not the case in Canada? I find these differences between our countries, so near and yet so far, very interesting to observe."

As for the hitchhiker, if you've ever been north of Lake Superior you'd understand why we weren't surprised to keep running into each other day after day. Ain't nothing there but trillions of trees and a handful of Indians. Sure there's crime in Canada, but, as I've said before and will keep repeating, it's not nearly as bad as in the USA because we don't allow punks to buy guns. Until the U.S. recognizes that it's its own fascination with guns that is causing the terrible problems it faces in the cities, you're doomed to a disgraceful reputation. Still I've picked up lots of hitchhikers in the U.S. and roamed your cities at night and never had any problems at all. Maybe because I don't expect to have problems? Some day I'll have to tell of my experiences with the pimps and hookers one strange night in Dayton, Ohio.

Let's finish up with a comment from DENNIS DUNCAN (Saskatoon, Saskatchewan): "I am awaiting developments of the Korean screw-up...which is what I am sure happened. I realize the Sovs have shot down several American spy planes and thought that is what they were doing at the time. But that does not make

